

CLAIMS

1 1. A computer system comprising:

2 a memory device to store a plurality of texture coordinates associated with vertices of  
3 three dimensional objects;

4 a graphics device to couple to said memory device and to process internal texture  
5 coordinates for display; and

6 a mapping system to appropriately route select ones of said plurality of texture  
7 coordinates from said memory device to said graphics device.

8 2. The computer system of claim 1, further comprising a display device to display an image  
9 based on an output of said graphics device.

10 3. The computer system of claim 1, wherein said graphics device comprises a plurality of  
11 mapping engines each to process a separate one of said internal texture coordinates.

12 4. The computer system of claim 3, wherein said graphics device further comprises a plurality  
13 of registers, each corresponding to a separate one of said plurality of mapping engines.

14 5. The computer system of claim 4, wherein a value within each of said registers corresponds  
15 to a source of the texture coordinate for said corresponding mapping engine.

1           6. The computer system of claim 5, wherein said source comprises one of: a default and one  
2 of said plurality of said texture coordinates in said memory device.

1           7. The computer system of claim 4, wherein said mapping system assigns a value into each  
2 register to select the appropriate texture coordinate.

1           8. A computer system comprising:  
2           a memory device to store a plurality of texture coordinates associated with vertices of  
3 three dimensional objects;  
4           a graphics device having a plurality of mapping engines each to map at least one of  
5 said objects based on a plurality of internal texture coordinates; and  
6           a mapping system to transfer select ones of said plurality of texture coordinates in said  
7 memory device to said mapping engines without transferring unselected ones of said plurality of texture  
8 coordinates from said memory device to said graphics device.

1           9. The computer system of claim 8, further comprising a display device to display an image  
2 based on an output of said graphics device.

1           10. The computer system of claim 8, wherein said graphics device further includes a plurality  
2 of registers, each corresponding to a separate one of said plurality of mapping engines.

1           11. The computer system of claim 10, wherein said mapping system assigns a value to each  
2 register so as to select a source of the internal texture coordinates for each of said mapping engines.

12. The computer system of claim 11, wherein said source comprises one of: a default and one of said plurality of said texture coordinates in said memory device.

13. A graphics device for creating an image based on internal texture coordinates received from a memory device, said graphics device including a plurality of mapping engines and a plurality of registers, each register corresponding to a source of texture coordinate values for one of said mapping engines.

14. The graphics device of claim 13, further comprising a display device to display said image based on an output of said graphics device.

15. The graphics device of claim 13, wherein said source comprises one of: a default and one of a plurality of said texture coordinates stored in said memory device.

16. The graphics device of claim 13, wherein a mapping system appropriately selects the texture coordinates for routing to each of the mapping engines.

17. A method comprising:  
receiving a plurality of texture coordinate values in a memory device, said plurality of texture coordinates being associated with vertices of three dimensional objects;  
selecting ones of said plurality of texture coordinate values for mapping of at least one of said objects; and  
transferring said select ones of said plurality of texture coordinates values from said

7 memory device to mapping engines.

1 18. The method of claim 17, wherein said select ones of said plurality of texture coordinates  
2 are transferred from said memory device to said mapping engines without transferring unselected ones  
3 of said plurality of texture coordinates.

1 19. The method of claim 17, wherein said selecting comprises associating a source of texture  
2 coordinates for each of said mapping engines.

3 20. The method of claim 19, wherein said associating comprises, for each mapping engine,  
4 setting a value of a register corresponding to said each mapping engine.

5 21. The method of claim 20, wherein said value corresponds to one of: a default value and one  
6 of said plurality of texture coordinates values.

1 22. A program storage device readable by machine, tangibly embodying a program of  
2 instructions executable by the machine to perform a method comprising:

3 selecting ones of a plurality of texture coordinate values in a memory device, said  
4 plurality of texture coordinates values being associated with vertices of three dimensional objects; and  
5 transferring said select ones of said plurality of texture coordinates values from said  
6 memory device to mapping engines.

1           23. The program storage device of claim 22, wherein said select ones of said plurality of  
2 texture coordinates are transferred from said memory device to said mapping engines without  
3 transferring unselected ones of said plurality of texture coordinate values.

1           24. The program storage device of claim 22, wherein said selecting comprises associating a  
2 source of texture coordinates for each of said mapping engines.